

# Little Dungeons

James Milne

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A game that is flexible and creative, designed to be both fast and simple to play, to make it accessible to a wide audience.

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# Materials

Each play will require these extra materials:

- A large piece of paper for drawing the map on.
- Each player needs a piece of paper, a pencil, and an eraser, to track their current information on.
- The narrator likely needs a small notebook to repeatedly track monster encounters and other things.

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## Narrator

The narrator governs the game. They can choose to overrule or ignore any of the following statements, at any time.

The narrator's goal is to make the game fun and fair for everyone - which is not easy or always possible.

They try and tell a story, outside of the game mechanics outlined below. The story will likely be a fairy tale style one, as that works best with some of the mechanics. However, the narrator is free to choose anything that they feel like.

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# Players

## Class

Each player has a single class, that comes with a certain action.

### **Class: Musician**

Action: Play Song - attack monster

### **Class: Pirate**

Action: Attack - attack monster

### **Class: Chef**

Action: Cook - heal teammate

### **Class: Nurse**

Action: Medicine - heal teammate

## Level

Each player has a level, a number that effects how difficult monster encounters are.

It begins at 1.

It arbitrarily moves up, according to the Narrator, but *always* when the player is in a town.

## Maximum Health

Each player has a value, representing the most health they can have.



At the start of the game, this is established by rolling one standard 6-sided dice.

Each time a player levels up, they roll one standard 6-sided dice, and add that value to their Maximum Health.

## **Maximum Stamina**

Each player has a value, representing the most energy they can have.

At the start of the game, this is established by rolling one standard 6-sided dice.

Each time a player levels up, they roll one standard 6-sided dice, and add that value to their Maximum Stamina.

## **Clothing**

The first set of clothes a player gets has a numeric value of 1.

Other clothing may be purchased or looted, later on, according to the discretion of the Narrator.

## **Item**

The first player's item has a numeric value of 1. It should reflect the player's Class.

Other items may be purchased or looted, later on, according to the discretion of the Narrator.

## **Coins**

A numeric count of the coins a player is in possession of.

This begins at 0.

## **Badges**

Every player begins with a badge count of 0.

Each time the player gets the last move in an encounter, it increments by 1.

## **Current Health**

This begins at the same value as the player's Maximum Health.

If this falls below 1, the player falls asleep.

## **Current Stamina**

This begins at the same value as the player's Maximum Stamina.

If this falls below 1, the player cannot take any action on their turn, during an encounter.

## **Relationships**

The player has a relationship with every other player.

This is represented by a number that begins with 0.

This value reaches it's maximum value at 6.

## **Friend**

A player may be able to get a single friend, during the course of the game.

They should not begin with one.

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## **In Town**

Upon entering a town, every player has their Current Health and Current Stamina reset to their respective Maximum values.

The player may also choose to do, up to two of the following.

For each of the following, the Narrator's job is primarily to make the experience enjoyable, and should prepare some sort of short story or event.

### **In Town: Outing**

A player takes one other player on an outing of some kind. (Plays, Cafes, etc).

This gives both players +1 to their respective relationships.

### **In Town: Restaurant**

The player goes to a restaurant.

They gain +1 to their Maximum Health. (And their Current Health increases to match).

### **In Town: Nap**

The player takes a nap or sleeps in.

They gain +1 to their Maximum Stamina. (And their Current Stamina increases to match).

### **In Town: Shopping**

The Narrator rolls a six-sided dice three times.

The cumulative number is the cost of either a piece of clothing, or item, that has a numeric value that is +1 greater than the player's current.

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## **Out of Town**

Outside of town, up to three encounters will occur, at the discretion of the Narrator.

The Narrator should craft these into a story about moving along roads, through countryside, and so on.

The Narrator should draw these roads on the map, including the location where an encounter will occur. If the players ever return to an area, the encounter will always happen at the same place.

### **Out of Town: Encounter**

The Narrator should roll another single 6-sided dice.

#### **If the result is a 1**

The Narrator should tell a story.

The Narrator should also roll one single 6-sided dice. If the dice results in a high value, one of 4, 5 or 6, then the entire party of players get a +1 to their relationships with each other.

#### **If the result is a 2**

The players encounter a monster. Refer to **Out of Town: Monster Encounter** below.

#### **If the result is a 3**

The players encounter a monster. Refer to **Out of Town: Monster Encounter** below.

However, the reward for winning is doubled.

### **If the result is a 4**

The players find some hidden treasure, and each receive +1 coin.

### **If the result is a 5**

Two players get in an argument.

Each player should roll a single 6-sided dice.

If both of the dice results in a high value, one of 4, 5 or 6, then the two get in an argument, and take -1 to their respective relationships. Otherwise, they make up from the argument.

### **If the result is a 6**

The road should fork on the map, if the players have not travelled this road before, but otherwise nothing happens.

The players may choose which fork to follow.

## **Out of Town: Monster Encounter**

The Narrator should roll a single 6-sided dice to determine which kind of monster the players are encountering:

1. Witch
2. Ghost
3. Big Bad Wolf
4. Goblin
5. Naughty Cat
6. Snake

There should be a number of monsters present.

The count of monsters present should be equal to the highest level of any player.

The Narrator should roll a 6-sided dice the same number of times as the highest level of each player, and add the results together. The final result should set the maximum health of each monster.

Every player and monster takes a turn.

If all players fall asleep, then they are returned to the last town that they visited.

If successful, a single monster may be claimed as a friend, by the player who made the final strike.

Every time 10 monsters are defeated, the Narrator should consider levelling up, and adding +1 to the Maximum Health and Maximum Stamina of all players.

### **On a Turn: Monster**

The Narrator chooses a player for the monster to attack.

The Narrator rolls a single 6-sided dice.

The targetted player's clothing value is taken away from the result, any remaining value is then taken from the player's Current Health.

### **On a Turn: Player**

The player takes an action - either healing or attacking, according to their Class.

The player rolls a single 6-sided dice. The result has the player's item value added to it.

If the resulting number is greater than the player's Current Stamina, it is reduced to the value of the Current Stamina.

If the player has a friend, +1 is added to the result.

If another player has more than 3 in their relationship, they can choose to roll a single 6-sided dice. That value is then halved, and rounded down to the nearest whole number. That is then added to the result. Doing so, remove 1 from the assisting player's relationship to the player.

The player then targets either another player or monster.

If they were attacking, then that value is removed from the target's Current Health.

If they were healing, then that value is added to the target's Current Health. The target's Current Health cannot exceed their Maximum Health.

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